MODIFIED GOAL-HI RULES

Suggestions for playing GOAL-HI as an informal Mass, Play-Game . . . .

Issued by

FRED MEDART MANUFACTURING CO.
Potomac and DeKalb Sts. :: St. Louis, Mo.

Authorized Sales Representatives in Your Locality

THE official Goal-Hi Rules Book as written by the founder of this new game, Dr. Forrest C. "Phog" Allen, supplies all of the rules and suggestions for playing Goal-Hi as a formal sport with teams limited to 5 players each.

In response to innumerable requests from school superintendents, teachers, athletic directors, gymnasium instructors, etc., who see in Goal-Hi an excellent opportunity to introduce a new, interesting and healthful play-game rather than a sport, and who requested suggestions for informal play rules, we submit the following:

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GENERAL

Most of the following data was supplied us by school officials and others who are playing Goal-Hi. Dr. Allen has contributed certain valuable suggestions in this connection. To those who have cooperated in making this Goal-Hi pamphlet possible, we acknowledge our appreciation for thus being able to pass on to others the following suggestions for good, clean, healthful and sportsmanlike play among the boys and girls and young men and women of America.

It is almost unanimously agreed that Goal-Hi loses no part of its fun and interest to the individual player nor any portion of its healthful stretching, leaping, dodging and running exercise value when played as an informal game with teams of as many as 15 or 20 players each, rather than as a strictly formal sport.

Consequently, it is suggested that when considering Goal-Hi as a mass play-game among gymnasium classes, playground groups, etc., that the official rules be more or less disregarded. Reduce Goal-Hi to its simplest form, i. e., the passing of a ball and the shooting of a basket and it retains a strong appeal to the player and unusual value as a medium of exercise. This extreme departure from the Rules Book however, is not likely to be followed by most individuals responsible for a local play program. Court lines for example, as suggested in the Rules Book, are desirable. Scoring points for successful attempts at shooting a basket from different zones is another feature that is likely to be retained. Beyond these two fundamentals, the official rules can of course be altered at will to suit the local conditions. For example, rules for playing Goal-Hi by children of elementary school age should in all cases be simple, easily understood and make for a funfull game that will not tax too much of the young players energies.

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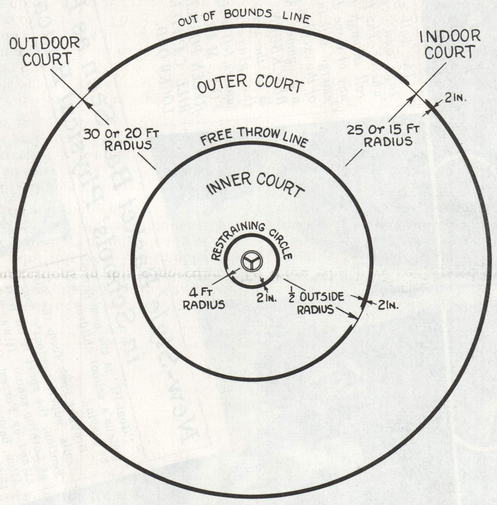
GOAL-HI

PLAY-GAMES



No. 1 *"Goal-Hi Follow-up"*

PLAYERS: 2 or more.

FORMATION: All players form in a single straight line with the player at the head of the line taking his position on the Free Throw Line.

EQUIPMENT: One Goal-Hi Standard and a ball.

THE GAME: The player at the head of the line is given the ball and is at liberty to shoot for a basket from any location within the inner circle he selects. Each player is required to shoot from the same spot as did his predecessor if that person was successful in three or less attempts to score. If the player ahead does not make a basket in 3 attempts he retires to the sidelines and the next player may shoot from wherever he elects to make the attempt. The winner is the last player to remain in the line-up and becomes the first man to shoot in the next game with the new line-up inversely as the players were retired in the preceding game.

No. 2 *"Goal-Hi Rapid Fire"*

PLAYERS: Two teams of any equal number each.

FORMATION: When one team is playing the other remains on the sidelines.

EQUIPMENT: One Goal-Hi Standard and a ball.

THE GAME: Each team has a 5-minute period of play. Players of one team line up around the free throw line and no player is permitted to enter inner court except the one player who is attempting to shoot baskets. He must make his first attempt from the free throw line and for 30 seconds may then shoot as many baskets from any place in the inner court as he can. His team members who remain outside the inner court may pass the ball to him and thus return the ball to his possession during his 30-second period as quickly as possible so that he can make as many attempts to score as possible. At the end of 30 seconds of play the ball is passed to another player for a like period of play and the first player takes his place on the free throw line with the other members of his team. At the end of 5 minutes of play the 2 teams change places and the team with the largest score is declared winner. Each goal made scores 2 points.

No. 3 *"Goal-Hi Dribble-Shoot"*

PLAYERS: Any number.

FORMATION: All players remain within inner circle, except player given the ball.

EQUIPMENT: One Goal-Hi Standard and a ball.

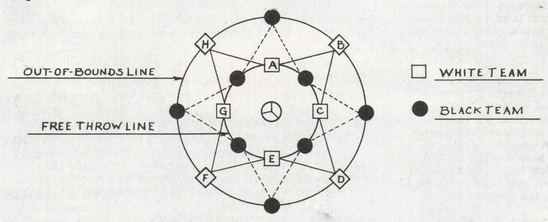
THE GAME: First player given the ball moves to outer court and dribbles ball once around field to point where he began dribble. He may make circuit as short as possible by dribbling close to the free throw line but other players are privileged to attempt to gain possession of ball by reaching across free throw line but may not cross it. If dribbler loses ball to player within inner circle he immediately takes his place in inner circle and player who captured ball then is required to make one complete circuit. Dribbler completing circle is permitted to take shot at basket, after which he takes his place with other players within inner circle and player regaining ball after attempted basket then becomes dribbler.

No. 4 *"Goal-Hi Razzle-Dazzle"*

PLAYERS: Two teams of 6, 8, 10 or 12 players each.

FORMATION: Half the players on each team take places on free throw circle, other half of team takes positions on out-of-bounds circle. Players on opposing teams occupy alternating positions, as illustrated below.

EQUIPMENT: One Goal-Hi Standard and 2 balls.



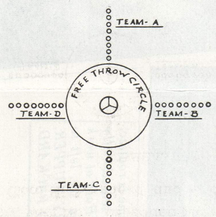
THE GAME: Each team plays with its own ball and does not in any way interfere with opposing team's ball. All players on inner circle are 'shooters'. Those stationed on outer circle are 'passers'. Play begins for both teams at the same time. Player "A" for example, of white team is given ball and attempts to shoot basket. If successful his team is credited with 2 points. In any event, other members of white team stationed on inner circle assist as quickly as possible to return ball to player "A" who passes ball to his right to his team mate player "B" stationed on outer (out-of-bounds) circle. Player "B" passes to player "C" who attempts to shoot a basket and the same procedure is followed as described above, until ball has traveled around playing field and is back in player "A's" possession, at which time, shooters and passers change places and the game continues as described. The black team follows the same procedure and the game is over when one or the other of the teams completes the two circuits of play with the team having the highest score adjudged the winner.

No. 5 *"Goal-Hi 4-Team Shoot"*

PLAYERS: Any number, divided into 4 teams of even numbers. Entire Gym classes of 40 or more players can participate in this game.

FORMATION: Teams line up in single column at right angles to each other, as noted below, with No. 1 or leadoff player on free throw line.

EQUIPMENT: One Goal-Hi Standard and 4 balls.



THE GAME: Each No. 1 man of 4 teams is given ball and at a given signal passes the ball between the legs of his team members who cooperate to get the ball to the last man in the column as quickly as possible. Upon receiving the ball, the last man runs to the free throw line (but does not enter the inner court) and attempts to shoot a basket. If successful his team is credited with 2 points. In any event this 'shooter' must regain ball after his attempt at a goal and returns to his column and takes the No. 1 position and passes ball toward end of line-up as described above. The team completing the cycle first is credited with 5 points in addition to what they have scored by shooting goals.

No. 6 *"Goal-Hi Whistle Pitch"*

PLAYERS: Any number.

FORMATION: All players line up around the free throw line, facing the Goal-Hi Standard.

EQUIPMENT: One Goal-Hi Standard and one or more balls.

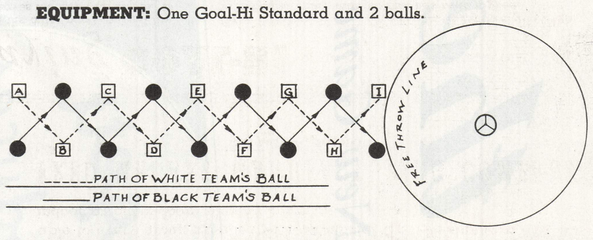
THE GAME: The ball (or balls) is passed at waist or chest level in any direction from one player to another, the objective being not to have possession of the ball when the leader blows his whistle. The player having the ball in his possession at the time whistle is blown must make a basket from the free-throw line in one attempt to remain in the game. No player is permitted to hand a ball to the player immediately on his left or right but must pass the ball. A player who drops the ball is retired to the side lines. The surviving player is declared the winner.

No. 7 *"Goal-Hi Shuttle Pass"*

PLAYERS: Any number. Two teams of even numbers are chosen as "White" Team and "Black" Team.

FORMATION: Teams are placed in two parallel lines facing each other and 8 feet apart, with members of "White" and "Black" alternating as illustrated below. Players in each line are spaced at arms length (or less) extending from the free throw circle.

EQUIPMENT: One Goal-Hi Standard and 2 balls.



THE GAME: Player A of "White" Team (and player in same position of "Black" Team) is given ball and passes to player B who in turn passes to player C, etc. When player at opposite end of line receives ball he attempts to shoot goal from the Free Throw line and if successful his team scores 2 points. Player who attempted to shoot goal must retrieve the ball and passes it to his team member at far end of line who immediately begins passing as before to team member in opposite line. Original player who first attempted to shoot basket takes his position at end of line but in opposite row from team mate A (thus keeping alternating formation) and is then in position to receive ball passed to him by next team mate at opposite end of line after attempted goal. If in passing, the ball is dropped, the team is penalized by returning the ball to the far end of the line and must begin passing from that position. Both "Black" and "White" Teams begin play at the same time, which is continuous for a given time and the team with the largest score is declared winner at the expiration of that period.

The foregoing games have been successfully introduced by other Goal-Hi players and will undoubtedly suggest to the reader additional variations of play that will add much to the fun and healthful exercise that is available to every group supplied with an official Goal-Hi standard and an indoor or out-of-doors playing court.

FRED MEDART MANUFACTURING COMPANY
St. Louis, Missouri

The ABC's of Playing GOAL-HI

THE GAME: Goal-Hi, as a formal game, is played by two teams of 5 players each with one common basket or goal located in the center of a circular court. For informal play, teams may consist of any number of players. The game is played similar to basketball, and basketball rules apply, with the following exceptions.

After a goal from the field or after a free throw whether made or missed, the ball remains in play unless interrupted by the referee's whistle calling attention to a violation or to a foul.
ALTERNATE — After a successful field goal or free throw ball goes to an opponent out-of-bounds.

START OF GAME: The game is started by tossing the ball up between two opponents in the inner court, six feet from the free throw line. (See Jump Ball.) This rule also applies at the beginning of each quarter or overtime period.

FOULS: (Personal and Technical). Fouls are called in Goal-Hi the same as in basketball and penalties shall be the same.

FREE THROW: The offended player shall attempt the free throw from behind the free throw line and all other players on both teams shall remain in the outer court, behind the free throw line, until the ball leaves the throwers hands. If a player on the defensive team violates this rule, the thrower shall be allowed another attempt. If violation is made by a player on the offensive team, the goal if made shall not count, and if made or missed, ball goes to opponent out-of-bounds. FREE THROWS SHALL COUNT 1 POINT.

FIELD GOALS: A FIELD GOAL FROM WITHIN THE INNER COURT SHALL COUNT 3 POINTS AND A FIELD GOAL FROM WITHIN THE OUTER COURT COUNTS 3 POINTS. (If a player shoots a field goal while any part of his body is touching the free throw line, the goal shall count only 2 points.)
A player shall not attempt a field goal if he receives the ball on or inside the restraining circle, after a successful field goal or free throw, but must pass the ball out to another player. If a player violates this rule, the ball goes out-of-bounds to an opponent.

JUMP BALL: After a held ball, at the beginning of the game, and at the beginning of each quarter or overtime period, the ball shall be put into play by a jump ball. When a jump ball takes place in the inner court the jumpers shall stand with both feet in the inner court, 6 feet from the free throw line and all other players on both teams shall remain in the outer court until the ball has been tapped.
When the ball is tossed up between two players in the outer court as a result of a held ball in that area, all players, except the two jumpers, shall remain in the inner court until the ball has been tapped. If any player violates the above rule, the ball goes to an opponent out-of-bounds.

CAUTION

Have you noticed that imitations invariably sell at a lower price and that they have little else, beside price, to recommend them?

Prior to the introduction of Goal-Hi, we anticipated imitations because we were convinced that Dr. Allen's new game had outstanding merit; that a definite place for it existed in the school field and on playgrounds. Now we are beginning to see those imitations.

Goal-Hi is more than just a piece of equipment. Goal-Hi is a well planned game that requires a specially designed Goal-Hi standard or upright. The official Goal-Hi standard includes certain fundamental features necessary to the game. Imitators often eliminate fundamental features with a casual disregard for facts, but the real reasons are (1) because of the cost of including such features and (2) because of patents. As an illustration, we point to the 3-way conical projector in the base of the Goal-Hi basket. This patented Goal-Hi feature is important because it guides the ball, after a goal has been made, out of the basket and lofts it away from the standard. Thus 'bunching' of players around the base is eliminated—a condition no athletic director or playground official would knowingly approve in the interest of open-play, safety and maximum exercise value. Insist on official Goal-Hi equipment—the possible expenditure of a few extra cents at the time of purchase will pay dividends over the years! Besides, "we guarantee satisfaction or your money refunded" is our unconditional warranty behind every piece of official Goal-Hi equipment.

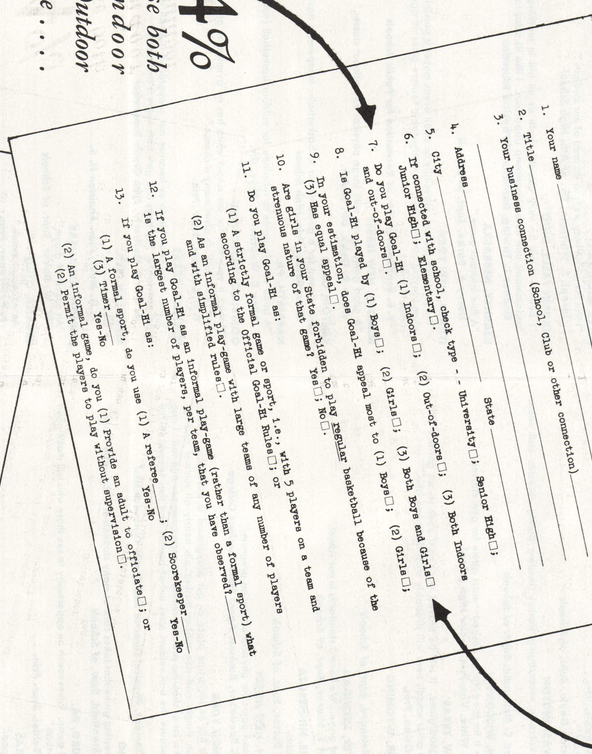
Originator of Goal-Hi
Dr. Forrest C. "Phog" Allen
Director of Physical Education
and
Varsity Basketball Coach
University of Kansas

GOAL-HI

-here is what users think of America's New Play-Game!

THIS GOAL-HI USERS' QUIZ SHEET WAS RECENTLY MAILED TO OWNERS OF OFFICIAL GOAL-HI EQUIPMENT EVERYWHERE

APPEAL:
BOYS - - 18%
GIRLS - 6%
BOTH BOYS AND GIRLS
(Equal Appeal)
76%



GOAL-HI USER QUIZ

Thank you in advance for giving us the information requested below.

1. Your name _____
2. Title _____
3. Your business connection (School, Club or other connection) _____
4. Address _____ State _____
5. City _____
6. If connected with school, check type - - University□; Senior High□; Junior High□; Elementary□.
7. Do you play Goal-Hi (1) Indoors□ (2) Out-of-doors□; (3) Both Boys and Girls□ and out-of-doors□.
8. Is Goal-Hi played by (1) Boys□; (2) Girls□; (3) Both Boys and Girls□; (3) Equal appeal□.
9. Is Goal-Hi an equal appeal to (1) Boys□; (2) Girls□ when compared with other games? Yes□; No□.
10. In your estimation, does Goal-Hi appeal most to (1) Boys□; (2) Girls□; (3) Both Boys and Girls□.
11. Are girls in your State forbidden to play regular basketball because of the strenuous nature of that game? Yes□; No□.
12. Do you play Goal-Hi as: (1) A strictly formal game or sport, i.e., with 5 players on a team and according to the Official Goal-Hi Rules□; or (2) As an informal play-game with large teams of any number of players and with simplified rules□.
13. If you play Goal-Hi as an informal play-game (rather than a formal sport) what is the largest number of players per team that you have observed? _____
14. If you play Goal-Hi as: (1) A formal sport, do you use (1) A referee _____; (2) Scorekeeper _____ Yes-No (2) An informal game, do you (1) Provide an adult to officiate□; or (2) Permit the players to play without supervision□.
15. Do different age groups use your Goal-Hi equipment? or lowered from 8' to 9' to 10', an asset? _____
16. Have you laid out a playing field according to the diagrams supplied you in the Goal-Hi Rules Book? _____ If so, do you have any questions concerning the Goal-Hi Rules? If so, list them _____ Forrest C. "Phog" Allen, for an official ruling.
17. In your opinion, do you consider Goal-Hi a year-'round game? _____ Have you any fixtures (suggestion) of Goal-Hi being played in your community? _____ If so, we would greatly appreciate the privilege of seeing them and promote return of same.
18. In your opinion, fundamentally of regular basketball to future basketball players? _____ Have you any suggestions for variations in playing the game that would be of interest to others? _____ If so, please tell us in this connection).
19. Have you any suggestions for variations in playing the game that would be of interest to others? _____ (N. B. Attitude to be assumed the Commands of Goal-Hi Quarterbacks are with what you and others tell us in this connection).
20. What is your personal opinion of Goal-Hi? _____

Thank you again for your valued co-operation.

FRED MEDART MANUFACTURING CO.
St. Louis, Missouri

64% *Advise both an Indoor and Outdoor Game . . . .*

84% *replied* **"YES"**

TURN THIS PAGE FOR TYPICAL ANSWERS TO THIS QUESTION